

CLADUNTTM

X2



PROLOGUE

Arcanus Cella —
a miniature world
which sweeps in people from all
corners of the world, and confronts
them with endless deadly dungeons.

This particular secret world,
however, has no exit.

Once you set feet upon its soil,
never again shall you see your homeland.

Today, a new visitor has been forced
into this mysterious enclosed land...

You (Custom Character)



This is your original character that you'll make from scratch. Feel free to set your character's gender, class, appearance, signature phrase, and even a detailed description. You can only create one character when you start the game, but as you advance further, you'll be able to create up to 20 unique characters.

.....Parchmin



The administrator of Arcanus Cella and advisor to the Main Character. Parchmin is a young man who performs various duties and favors for the people of Arcanus Cella. He's a pop culture fanatic, and he enjoys filling people in on the latest trends. He has a habit of slipping youth slang into his speech. He also has a soft spot for strong challengers.

Pekora



A friendly girl who enjoys her life of good food, deep sleep, high fashion, and social circles in Arcanus Cella. Pekora is a pretty mellow girl. She tends to avoid risk, conflict, and complicated issues. She would rather follow the lead of others than do things for herself.

Mouton



A magical boy with extensive knowledge of Arcanus Cella, as well as other worlds. Basically, he's just a typical young know-it-all. Mouton is your classic nerdy bookworm, although lately he's been more into his fantasy novels than his magic textbooks. His greatest pleasure in life is to show off his incredibly nerdy knowledge to whoever's willing to listen.

Lamb



A famed warrior who lost her taste for battle after a certain traumatic incident. As a form of redemption, Lamb is often overly servile and gracious to a fault. She appears to derive pleasure from being yelled at and disparaged. Long story short, she's a bit of a masochist. Her family motto is, "Never blame others for your own mistakes."

..... Widder



A jet-black dog that can talk. Parchmin really hates Widder. His actions are often hard to explain—one minute, he's preventing the Main Character from advancing, and the next he's providing invaluable tips and advice.

▶ BASIC CONTROLS - In Arcanus Cella



* For the PSP-3000 series, the "HOME button" has been changed to the "PS button."

► BASIC CONTROLS - In Arcanus Cella

Turn page on
multi-page menus (up)

Quit game
(quit without saving)

Move character/cursor



Hold while walking
to run/turn page on
multi-page menus
(down)

Open Menu
Screen

Cancel/jump

Switch pages on
Status Screen/
raise your shield/
slide while
running

Open Menu Screen

Take screenshot

Confirm/advance
message text

▶ BASIC CONTROLS - In Dungeons



* For the PSP-3000 series, the "HOME button" has been changed to the "PS button."

► BASIC CONTROLS - In Dungeons

Turn page on
multi-page menus (up)

Quit game
(quit without saving)

Move character/switch
magic or ability with
up and down



Hold while walking
to run

Use preset
magic or ability

Cancel/jump (you
can attack while
jumping)

Raise your shield/
slide while running

Open Menu Screen/skip text
Take screenshot

Confirm/advance
message text/
attack/examine

► BASIC CONTROLS - In Cutscenes



*You can change your button configuration by choosing Key Configure from the Options Menu.
*Settings can be changed from the default settings listed above.

▶ BASIC CONTROLS - In Cutscenes



Skip scene

Advance message text

*You can change your button configuration by choosing Key Configure from the Options Menu.

*Settings can be changed from the default settings listed above.

Beginning the Game



After turning on the game, the different game modes will be displayed on the Title Screen.

Select "Start" to play from the beginning.

Select "Continue" if you want to play from a previous save.

You can also choose "Options" to change various game settings.

Saving & Loading



► Save

You can use a Memory Stick™ to save your play data. Each save file will require 2,272KB of available space.

Open the Menu Screen with the button and select Save. Next, select a save slot to save your play data with the up/down directional buttons, then confirm your choice with the button. (You cannot save during battle.)

***If you overwrite a previous save file, the old save data will be permanently lost.**



► Load

If you select "Continue" from the Title Screen, you can choose a previous save file and resume your game from where you left off.

Options

SFX Volume	Change the volume of sound effects. 5 is the default value.
BGM Volume	Change the volume of background music. 5 is the default value.
BGM Type	Choose between deluxe Real BGM or 8-bit Retro BGM.
Font Type	Choose whether to use pixelated dot-text or more modern, smooth text.
Damage Decimal Display	Choose whether to display damage down to the decimal place.
Magic Circle effects	Choose whether to display the effects from Magic Circles.

Screenshot

Set the priority for taking screenshots.

Function Prioritized: If there is another function set to the SELECT button, that will override the screenshot function.
Function Only: The screenshot function will be disabled. Only the function set specifically to the SELECT button can be used.

SS Prioritized: The screenshot function will override any other function set to the SELECT button.

*Specific functions include "Edit," "Guide Display," etc.

Move Control Type

Choose between using the directional buttons or analog stick to move your character.

Analog stick: If you use this option, you can make your character run by tilting the analog stick at a greater angle.

Magic/ Ability Switch Type

Type 1: Switch between Magic/Ability 1/2/3 and 4/5/6.

Select which Magic/Ability is displayed in the upper corner with the L button.

Type 2: Select Magic/Ability 1/2/3/4/5/6 with the L button.

Character Emboss Shadow	Choose whether you want character sprites to have black contour outlines.
Key Configure	Adjust button settings.



Game Flow

Here we'll discuss the game flow. The basic flow of the game is as follows:

1 Start the Game

You will have to create your Main Character, who will be your representative in the game. Once you create your character, you can edit his or her data in the main game. So just sit back, relax, and enjoy the ride!

For more details regarding character creation, please see page 70.



2 Cutscene

The story will advance through a variety of cutscenes.

3 Arcanus Cella

You can move freely through Arcanus Cella. Here you can perform various actions, such as shopping, using facilities, and collecting information. You can also save your play data here.

4 Select Dungeon Map

Head to the Moving Door located in the middle of town, to access the Dungeon Select Screen.

Once you select a map and begin battle, you can't return to Arcanus Cella unless you reach an exit, choose "Give Up" from the menu, or allow your Main Character's HP to drop to 0.



5 Fight Through the Dungeons

The goal is to head toward the dungeon's exit as you battle monsters in real time.

6 Reach the Exit and Conquer the Dungeon!

Passing through an orange  exit means you've cleared the dungeon. You are not required to defeat every enemy in a dungeon in order to clear it. The game advances by repeating this process.

* Some situations will not necessarily lead to a cutscene, and the process will vary slightly when playing in Ran-geons or in Network mode.



▶ When Your HP Hits 0

If the Main Character's HP falls to 0 on a dungeon map, you will suffer certain penalties and be returned to Arcanus Cella. You will also be returned to Arcanus Cella if you choose "Give Up" from the menu.

There are certain pros and cons to dying/giving up in a dungeon.

Pros:

- You will keep half of the EXP you gained while in the dungeon.
- You will keep half of the G you gained while in the dungeon.

Cons:

- You will keep none of the equipment, items, or artifacts you gained while in the dungeon.

**Even if you fall and get sent back to Arcanus Cella, you won't be any worse off than you were before. (Your total death count won't be recorded.)*

Arcanus Cella (Info, Shopping, etc.)

In Arcanus Cella, you can direct the Main Character to go shopping or converse with townspeople.



 Basic Controls In Arcanus Cella

directional buttons analog stick	Move the Main Character
⊗ button	Talk to people or search objects
⊙ button	Jump
△ button START button	Open Menu Screen
□ button	Switch pages on Status Screen/raise your shield/slide while running

▶ Arcanus Cella Commands

If you press the  button or START button, you'll see the following commands:

Magic Circle, Equipment	Arrange Magic Circles, change equipment, switch your Main Character, and check your status
Shopping	Buy and sell equipment and artifacts (shortcut to shops)
Character Creation	Create new characters (shortcut to Creatapiyo at the Tavern)
To Hiyo's Ship	Move to the ship located in the east part of Arcanus Cella
Monster Book	Read up on monsters you've defeated (shortcut to Apartment Book)
Dungeon	Go to the Dungeon Select Screen (shortcut to Moving Door)

Ran-geon	Go to the Ran-geon Select Screen (shortcut to Neo-geons & Tri-geons)
Edit	Change your characters' faces and equipment designs (shortcut to Artipiyo at the Tavern)
Relationship Diagram	Set relationships between characters (shortcut to Love Gramps at the Tavern)
To Title	Return to the Title Screen without saving (current play data will be lost)
Save	Create a save file for your current play data (see page 13)
Dictionary	Browse game details and definitions
Options	Change settings for SFX volume, BGM volume, etc.

"In the beginning, you will see settings labeled as "?????" but as the story advances, these options will be unlocked.

For Beginners

ClaDun x2 includes new, complex game systems. It's best to start by using the most basic features, and not try to use all the advanced functions too soon.

▶ **Classes**

For new players, we recommend using Warriors, Wizards, Saints, and Guardians. Their Magic Circles are simple and easy to understand.

It's best to stick with these four classes until you get used to the Magic Circle system.

▶ **Weapons**

If you prefer a simple playstyle, swords and staves are best. If you enjoy action-style gameplay, daggers and blunt weapons might be up your alley.

► Equipment

In ClaDun x2, the hero (Main Character) fights using the protection of allies (Sub Characters).

Unlike other conventional RPGs, supporting the Main Character through Magic Circles and character growth is at least as important as having strong weapons and armor.

► Magic Circles

Sub Characters support the Main Character by being placed in Magic Circles. For more details, please consult the in-game tutorial. For now, we will just mention what types of Magic Circles you might find useful.



- Magic Circles with plenty of HP spaces, ATK spaces, or DEF spaces
- Magic Circles with few or no fixed spaces or "HP -x" spaces
- Magic Circles with few or no Fatemate spaces
- Magic Circles with many spaces to place Sub Characters

► Elements

The most effective way to reduce damage is with elemental resistance. All traps and enemy attacks have certain elements. The Main Character's elemental resistance stats affect how much damage is taken when attacked.

If your       element stat is greater than 100, the damage you take will be reduced. If it's lower than 100, the damage will be increased.

Raising your elemental resistance is often a better method of reducing damage than simply raising DEF. If you have a high DEF rating and are still taking lots of damage, make sure your resist stats aren't too low.

► Tip!

If you're having trouble figuring things out, please see page 90. You can also find out more from the Dictionary on the in-game Menu Screen, as well as the residents of the Hiyo Ship, located in the eastern part of Arcanus Cella.

Character Status



Buy/Sell Weapons, Armor, Shields, and Artifacts.

①	G	How much in-game currency you have. Max is 999,999.
②	Lv	Main Character's current level. Max is 99.
③	ATK	Main Character's attack rating. Max is 999(?).
④	DEF	Main Character's defense rating. Max is 999(?).
⑤	SP	Main Character's skill points. You need SP to use spells and abilities in dungeons. Max is 999.
⑥	HP	Main or Sub Character's hit points. Displayed amount changes depending on the direction the Main Character is facing. Max is 999.
⑦	Fame	Raise this by breaking time records and playing VS Mode. Gain fame and talk to Hiyoji in Arcanus Cella, and something cool might happen.
⑧	Play time	Your total play time. Max is 999:59:59.



Lv	Main Character's current level. Max is 99.
EXP	Main Character's total experience points. You will gain a level when the gauge is filled.
HP	Main Character hit points are in pink. Sub Character hit points are in blue.
Mana	Sub Character's total Mana (shown in white beneath HP).

SP	Main Character's skill points. You need SP to use spells and abilities in dungeons.
SP Debt	The maximum skill points the Main Character can owe. Max is 99,999.
ATK	Main Character's attack rating.
DEF	Main Character's defense rating.
Pre Delay 	The time it takes for you to begin executing an attack (you are vulnerable at this time). The smaller this value, the better. Heavier weapons will increase this value.
Post Delay 	The time it takes for you to finish executing an attack (you are vulnerable at this time). The smaller this value, the better. Heavier weapons will increase this value.

Bow Prep 	There will be a time delay between executing the attack and dealing the actual damage.
Bow Extend 	For bows, this value is displayed instead of Post Delay. This indicates how long you can charge up your bow attack; the longer the charge, the greater the power.
Shield Guard 	The DEF value added when you raise your currently equipped shield.
CRT	The probability of delivering critical blows. The higher this is, the greater chance of critical hits (lucky shots that deliver massive damage).
Walk	The speed at which you walk. The higher it is, the faster you go. Max is 350.

Run	The speed at which you run. A faster walk speed will also affect your run speed. Max is 350.
Slash Resist 	Your resistance when absorbing a Slash attack. The higher this is, the less damage you will take.
Pierce Resist 	Your resistance when absorbing a Pierce attack. The higher this is, the less damage you will take.
Blunt Resist 	Your resistance when absorbing a Blunt attack. The higher this is, the less damage you will take.
Fire Resist 	Your resistance when absorbing a Fire attack. The higher this is, the less damage you will take.

Ice Resist

Your resistance when absorbing an Ice attack. The higher this is, the less damage you will take.

Spirit Resist

Your resistance when absorbing a Spirit attack. The higher this is, the less damage you will take.

*If your resist value is 100, you will take 100% damage. If the value is 90, you will take 110% damage. If the value is 130, you will take 70% damage. A value of 200 will completely nullify the damage.



- | | |
|---|---|
| ① | Magic & abilities currently set.
You can use these when the blue gauge is full. |
| ② | Magic & abilities currently set (top). |
| ③ | Magic & abilities currently set (bottom). |
| ④ | Gauge for staff use. Swing your staff when the gauge is orange to perform long-range attacks. |

SP : SP cost for set spells & abilities. Spells & abilities will appear gray if you're unable to use them. If you're able to use SP Debt, it will be displayed in purple.

Current SP/Max SP : Your current and maximum SP.

Battle**► Heading to Dungeons**

If you head to the Moving Door in the north part of town, you'll reach the Dungeon Select Screen. Here, we will discuss the basic controls in a dungeon.

**Clearing Dungeons**

Once you reach an  exit, you've cleared the dungeon. You're not required to defeat all enemies, so feel free to retreat when faced with especially tough monsters. Paths barred by doors or blocks can be opened if you defeat specific enemy units or open the right treasure chest. The necessary enemy will have a door symbol next to its level.

Attacking

There are two types of attacks: regular strikes executed with the Attack button, and SP-based skills executed with the Magic/Ability button. You can set magic and abilities in the Magic Circle Menu. These cannot be switched during battle.



Running

You can move faster while running, but your DEF will be halved, meaning you'll take more damage. If you find yourself surrounded, take a breath, raise your shield, and slowly break through.

Healing

You can recover HP by using healing traps, magic spells, and Angel Gates. SP can be recovered by using SP Orbs that may appear each time an enemy is defeated. (In Ran-geons, Angel Gates can also heal SP.)

Sub Characters whose HP reaches 0 cannot be revived during battle. In Ran-geons, fallen allies may be revived by using Angel Gates and certain Magic Circle effects.

Special Tactics

With your shield raised, you can perform a kind of crab-walk without changing the direction you're facing. Shields can defend against status effects as well as direct damage. While your shield is raised, the damage you take is reduced by 10% + Job Skill.

Note that as you use your shield, its functionality will gradually decrease. The shield's stats will not recover while you're in battle, but they will when you advance to the next dungeon floor or return to Arcanus Cella.

You can check a shield's sturdiness via its Durability rating on the Magic Circle Menu. (The higher this value is, the slower the shield's functionality will decrease.)

You can slide to dodge flying arrows and bullets. You can also slide through various obstacles in your path.

You can jump over water and other obstacles. A number of enemy attacks can also be avoided this way. If you are struck while jumping, you will be knocked back (forcibly moved backwards).

If you press the Jump button while attacking, you will perform a  Blunt Weapon attack.

Quickest Path to Clearing

If you break your previous clear record, your Fame will increase. Increasing your fame will unlock certain rewards later on.

Dungeon Geography

	Grass	Here, your move speed will plummet. Beware of flying monsters.
	Fire	Stepping foot here will set you on fire. During this state, your attacks will have the Fire element.
	Water	If you're on fire, head here to put yourself out.
	Ice	It's pretty slippery. Beware of flying monsters.
	Sticky	You'll drop to a bovine speed. It would be wise to jump over this.
	Chill	Stepping on this will cause you to freeze and slip. When you're frozen, your attacks will have the Ice element.



Traps

Traps are activated when you step on them. Most traps will trigger things such as flying arrows or other dangerous devices.

These flying objects might hit you...or possibly your enemy. Think well before stepping on a trap.

	Heal Trap	If the arrow hits you, your HP will recover.
	Pierce Trap	If the arrow hits you, you'll take  Pierce damage.
	Fire Trap	If the arrow hits you, you'll take  Fire damage.
	Ice Trap	If the arrow hits you, you'll take  Ice damage.
	Haste Trap	If the arrow hits you, you'll gain Haste and your speed will increase. However, you'll also take 1.5x damage.
	Slow Trap	If the arrow hits you, you'll gain Slow and your speed will decrease. However, you'll also take 0.5x damage.
	Mine Trap	If you step on this, all allies and enemies caught in the blast radius will take  Fire damage.

	Quake Trap	This deals  Blunt damage to all nearby units.
	PrBang	This causes spikes to appear all around and deal  Pierce damage to non-flying units.
	FiBang	This causes spikes to appear all around and deal  Fire damage to non-flying units. If you take damage from this, you'll be set on fire.
	IcBang	This causes spikes to appear all around and deal  Chill damage to non-flying units. If you take damage from this, you'll be frozen.
	Curse Trap	If you touch the floating cloud, you'll be cursed. When cursed, you'll take continual damage and your HP will decrease over time.
	Blessing Trap	If you touch the flying yellow object, you'll be blessed. When blessed, your HP will recover over time.

Abnormal Status

There are six different types of abnormal status, and any current status will be overwritten by a new status.

All abnormal status effects will disappear after a set time.



Flame : Your weapon will have the  Fire element, but you will take continuous  fire damage.

Frost : Your weapon will have the  Ice element, but you will constantly slip.

- Haste** : Your move speed will double, but you will take 1.5x damage.
- Slow** : Your move speed will drop, but you will take 0.5x damage.
- Sleep** : You will fall asleep and be unable to act. You may wake up after taking damage.
- Naked** : Your weapon, shield, and armor will disappear, leaving you cold and alone.
- ATK Up** : Your attack will increase. It will go from 1.2x to 1.3x to 1.4x as the effect is stacked.
- ATK Down** : Your attack will decrease. It will go from 0.8x to 0.6x to 0.5x as the effect is stacked.

- DEF Up** : Your defense will increase. It will go from 1.4x to 1.5x to 1.6x as the effect is stacked.
- DEF Down** : Your defense will decrease. It will go from 0.8x to 0.6x to 0.5x as the effect is stacked.
- Curse** : Your HP will gradually decrease over time. It can be stacked up to three times. The third level cannot be cured with magic.
- Blessing** : Your HP will gradually recover over time.

Drops (Money, Equipment, Artifacts)

When defeated, monsters will drop money (G). G will disappear after a while, so be sure to collect it as quickly as possible. They may also drop SP Orbs, which will heal your SP.

Other than that, monsters will drop equipment and artifacts. Defeating monsters is the only way to get entitled equipment. (Equipment and artifacts also disappear after a while.)

Occasionally, monsters will also drop rare artifacts. When you obtain a rare artifact, you will hear a special sound effect and the item's name will blink. Any equipment with four titles will make the same sound.

Equipment you obtain during battle won't be yours permanently until you return to Arcanus Cella without dying. You can review equipment and artifacts you've obtained by pressing the START button to bring up the Main Menu.

Treasure Chests

There are two types of chests, which are distinguished by color.

 Normal chests—they can be opened over and over, and you can obtain what's in them as many times as you want.

 Deluxe chests—they can be opened once and only once.

Weapons

There are six different weapon types in ClaDun x2.

Sword : This deals  Slash damage. Keep pressing the Attack button to execute up to three consecutive attacks. The third strike will land twice in a wider range.

- Blunt** : This deals  Blunt damage. It can even break through crumbling blocks. You can also charge your attacks and sometimes inflict Part Destroy. However, you cannot equip shields with blunt weapons.
- Staff** : This can deal  Fire,  Ice, or  Spirit damage. Staffs shoot projectiles to deliver long-distance attacks. If you have a shield equipped, your casting time will be reduced by 1/3 and your SP Debt repayment will be doubled.
- Spear** : This deals  Slash damage. Keep pressing the Attack button to execute two consecutive attacks.

Bow : This deals long-range  Pierce damage. At longer distance, you can perform charged attacks. If you repeatedly press the Attack button, you'll shoot many weaker arrows. If you hold down the Attack button, the bow will begin to flash. When you release the button, your arrows will have greater range and power.

The longer you hold down the button, the faster the bow will blink. If you release the button at this point, the bow's power will be amplified by a certain  percentage and penetrate the opponent.

Dagger : This deals  Pierce damage. With a dagger equipped, your walk and run speed will increase.

  Daggers have low pre and post delays, so you can string together consecutive attacks. Dagger skills can also inflict Part Destroy.

Part Destroy

Some abilities of daggers and other weapons will have the Part Destroy property. You can destroy three "parts": SPD, ATK, and DEF. The stats of destroyed parts will decrease in 10% increments. (Some abilities will destroy 20% or 30% at once.) Abilities with this property will explain in their descriptions which part they destroy. Blunt Weapons can inflict Part Destroy on any part at random. The chance of inflicting Part Destroy increases when you attack the enemy from behind. Also, the lower your target's HP is, the more likely it will be to inflict Part Destroy. Note: Some monsters are immune to Part Destroy.

SP Debt

As your adventure unfolds, you may earn artifacts that display a skull symbol. This is called SP Debt, and it will allow you to use your magic & abilities without end. Once you go into debt and your SP becomes negative, it will gradually recover. With SP Debt, you can use magic & abilities even if you don't have enough SP to cover the cost.

As a penalty, however, you will become too exhausted to run while your SP is negative. Also, you can't use any more magic or abilities while your SP is still negative.

In addition, as the name implies, you will have to pay "interest" on your "loan." This means that with SP Debt active, magic & abilities will cost more than usual. Check the Magic/Ability section of the Magic Circle window to confirm how much SP you'll consume while using SP Debt.

Sorcery and Outbursts

As you advance through the game, you may obtain artifacts designed to unleash powerful magic. These artifacts will have Titles such as Sorcery or Sorcery3. If you use these kinds of artifacts, your magic spells will be enhanced, but it will be regarded as Sorcery.

In order to activate this unsealed magic power, you'll have to use the spell several times first. The number of times you have to use the spell is the sum of the number at the end of the title and the number of spells that have been activated.

(So, if you have several Sorcery artifacts, you can unlock immense magical power, but you'll have to use the spells many times to unleash it.)

Also, they say that Sorcery magic may sometimes trigger dangerous and damaging outbursts. Some artifacts can lower the probability of these outbursts.

Random Dungeons (Ran-geons)

After playing for a certain period, you will gain access to Ran-geons. There are two types of Ran-geons: Neo-geons and Tri-geons.



Monster Level	The average level of monsters that will appear on the floor (1-9999).
Item Drop Rate	The higher above 100 this is, the greater your chances are of gaining equipment and artifacts from monsters (1-9999).
Rare Title Rate	The higher above 100 this is, the greater your chances are of gaining better titles compared to normal dungeons (1-999).
Exit Emergence Rate	This fluctuates at Abysmal Gates. The higher above 100 this is, the greater your chances of finding an exit (1-999).
Transition Emergence Rate	This fluctuates at Abysmal Gates. The higher above 100 this is, the greater your chances of finding a Transition Gate (1-999).

Neo-geons

In a Neo-geon, five different types of gate may appear. When you enter a gate, you will move on to the next floor rather than returning to Arcanus Cella. Monster levels as well as item and rare title drop rates will vary greatly depending on the type of gate you enter.

	Exit	Enter here to give up on your dungeon exploration and return to Arcanus Cella. You will not be able to return to the area you left.
	Warp Gate	This doesn't have any special bonuses, but you will be able to skip ahead a few floors.
	Gambling Gate	Good and bad effects may occur at random.
	Angel Gate	Only good effects will occur.

	Devil Gate	Only bad effects will occur. However, it has a 1/3 chance to transform into an Angel Gate.
	Hell Gate	Only terribly bad effects will occur. However, it has a 1/6 chance to transform into an Angel Gate.

A Neo-geon's gate level may increase. Research indicates that a greater number displayed while the slot is turning will lead to a higher chance of leveling up. Level 3 is the highest, and higher levels will have stronger effects.

Tri-geons

Tri-geons are dungeons that consist of three Ran-geons. Three kinds of Ran-geon—Normal, Chaos, and Heaven—are connected together by hallways. Each Ran-geon goes up to 99F, and each floor has different gates and monster types.

Tri-geon : Normal

A normal Ran-geon. You can move to new areas through Transition Gates.

Tri-geon : Transition

If you enter a Normal Gate, you'll head to Normal.

If you enter a Devil Gate, you'll head to Chaos.

If you enter an Angel Gate, you'll head to Heaven.

Tri-geon : Chaos

A malicious Ran-geon. Titles are abundant, but the area is incredibly difficult and dangerous. Try to reach Heaven as soon as you can.

Tri-geon : Heaven

Rare titles come easily. However, gates leading to other areas appear often, so it's tough to stick around for long.

	Normal Gate	Only appears in Transition. It's not especially good or bad, but occasionally, you'll suffer the worst effects.
	Transition Gate	It has no good or bad consequences. If you use it, you'll move to a Transition Hall.
	Judgment Gate	Appears in Chaos and Heaven. It can transform into an Angel, Hell, Transition, or Abysmal Gate.
	Abysmal Gate	Only appears when transformed from a Judgment Gate. It will affect the chances of exits and Transition Gates appearing.

Search for the rare Hiyokkil

While exploring dungeons, you may encounter monsters called Hiyokkis. If you come across one, consider yourself super lucky! If you manage to defeat it, you will gain great items as well as massive EXP and G.



Magic Circles



Magic Circles allow Sub Characters to support the Main Character. Sub Characters can activate artifacts using their Mana, which will boost the Main Character's abilities.



Main Character

This is the character you control. If all your Sub Characters fall, the Main Character's HP will appear. If the Main Character falls, you will be returned to Arcanus Cella.



Sub Characters

These act as human shields, so to speak, for the Main Character. When you take damage during battle, Sub Character HP will go down first.

There are inner and outer spaces within each Magic Circle. In battle, the HP of Sub Characters in the outer spaces will appear first, along with their face icons. The HP of inner Sub Characters will appear as a smaller icon.

The relative position of the Main Character is related to the Sub Characters' positions. Sub Characters positioned in the outer spaces facing the direction of incoming damage will absorb that damage. When all Sub Characters fall, all effects from activated artifacts will be lost.

Artifacts

Artifacts can only be placed in artifact spaces, and they can be activated by using Sub Characters' Mana. Artifacts cannot be activated unless they are connected. "Anywhere Artifacts" are the only ones that can be activated by themselves.



Magic/Abilities

All Magic/Ability spaces will have one of these numbers: ①, ②, ③, ④, ⑤, or ⑥. These correspond to slots 1-6, in which you can set magic and abilities.

If artifacts that boost your skills are placed in Magic/Ability spaces, the effect will be displayed in the placed artifact, and your stats will reflect the changes. For example, if you place a Magic/Ability boost artifact in space 1, the Charge skill will be enhanced.

The screenshot shows a 3x3 grid of Magic/Ability spaces. Each space contains a number in a circle (① through ⑥) and a corresponding icon. A red line connects the top-left space (①) to the 'Placed Artifact' section of the character status screen below. The status screen shows the character's current stats and skills, with a 'Launch a fire missile' action bar at the bottom.

Change Slot SP

Placed Artifact:

① (Slot 4)	② (Slot 5)	③ (Slot 6)
④ (Slot 1)	⑤ (Slot 2)	⑥ (Slot 3)

Basic Skill (Lv. 99)		Current stats (Lv. 99)	
Flare Burn	33	Flare Burn	33
SP spent	66	SP Spent	66
Casting Time	66	Casting Time	66
Effect	64	Effect	64

Launch a fire missile.



Fixed Spaces

There are certain pre-set spaces called Fixed Spaces.

Protect	Absorb x% of damage dealt to another Sub Character.
HP -x	Sub Character HP decreases by x.
Scatter x	Damage dealt to this character will be distributed to other Sub Characters.
Fatmate	If someone in a Fatmate space falls, all other Sub Characters placed in Fatmate spaces will also fall.
Mana x	When you activate Mana x, that Sub Character's Mana value will be multiplied by the listed number.

*There are other types of Fixed Spaces throughout the game, as well.

Widen Artifacts



Widen artifacts double the effects of all spaces ahead of the one they are placed on. If you place two or more Widens, the effect will become 3x, 4x, and so on, indefinitely. But Mana consumption will also increase accordingly. If you place a Widen in a Magic/Ability space, the skill itself will "widen."

Character Creation

As the game proceeds, you will be able to create characters by talking to Creatapiyo. (This will allow you to select "Character Creation.") You can create up to 20 unique characters.

▶ **Creation: Head here to create a new character.**



Select Sex	Choose your character's gender. The character's poses and armor will change depending on your choice. You can also change the gender later on.
Select Name	Choose your character's name. You can also change the name later on.
Select Class	Choose from one of seven classes. Some classes will be unlocked as you play through the game.
Select Face	Choose the facial appearance of your character. You can also modify this later on.
Select Speech Pattern	You can choose dialogue types at the Tavern. You can also change this easily later on.

► **Edit:** Adjust your newly created character's name and appearance.



Change Name	You can change the name of the edited character.
Change Description	You can change the description.
Change Dialogue	You can change the line the character says when approached at the Tavern.
Change Face	You can change the facial appearance from the Edit Menu.

Editor

If you choose Edit from the Menu Screen, you can edit faces and equipment. There is a Basic Mode and an Advanced Mode.

Edit Face

▶ Basic Mode

Once you create four facial images, you'll be all finished.

⊗ button	Place a dot where the cursor is located.
⊙ button	Display menu.
⊕ button	Delete the dot where the cursor is located.
□ button	Select the color for the dot where the cursor is located.

L button	Shift the palette to the left.
R button	Shift the palette to the right.
START button	Apply the graphic to the model on the left. (Note: This does NOT apply your edit data.)
SELECT button	Display or hide the sample guide. If you have screen-shots enabled, please change it on the Settings Menu.

▶ **Advanced Mode**

You can draw four faces/profiles, as well as faces for when the character has fallen and hair movement for when the character runs. You can draw hair animations however you like.

☐ button + R button	While drawing hair animations, move to the next frame.
☐ button + L button	While drawing hair animations, move to the previous frame.
Analog stick	While drawing hair animation profiles (left/right), you can draw animations on the two canvases in the front and back. Use the analog stick to switch between the front and back canvases.

 button Menu

You can bring up the Menu Screen while editing. The options available will change depending on what you're drawing and which mode you're drawing in.

Change Color (List)	Change the palette color to the one you've chosen from a list.
Change Color (RGB)	Change the palette color freely.
Hair Option	Add various hair options.
Change Direction	Change facial appearance for each direction.
Copy	Copy part of what's drawn on the canvas.
Paste	Paste copied material onto the canvas. You can invert the image vertically or horizontally.

Paste From Character	Load character images and copy parts of them.
Save edit data	Save the image to an Edit file.*
Hair Option	Change the palette color freely.
Load edit data	Load an image from an Edit file.*
Load Classic edit data	Load an image from a ClaDun 1 Edit file.*
Edit Animation	Change the type of animations played.
Invert and Copy	The image direction of your current drawing will be inverted and copied.
End Edit	When you see the message "Apply Changes?" you can choose "Yes" to reflect the edited data on the character's face.

*Saving and loading edited image data

If you use a Memory Stick™, you can save edited images to "Edit Data" files. You will need at least 352KB of free space in order to save each character you have edited.

If you use the © button during editing to select Load Edit, you can select a save file and load the character's edited image.

*Edit data and gameplay data are completely unrelated.

*If you overwrite edit data with gameplay save data, the old edit data will be permanently lost.

Simple Use

You can draw faces in Basic Mode. Choose your color with the L/R button, then draw your face. Once that's done, change the direction the character is facing with the  button.

After that, press the  button to bring up the menu and select End Edit. The message "Apply changes?" will appear, and if you select "Yes," the edit data will be reflected on your character.

**If you try to edit your created character in Basic Mode, you will see the following message: "If you edit in Basic Mode, some data may be lost. Is this okay?"*

If you are not editing in Advanced Mode, the only data that will be lost when you see this message will be the animation for when the character falls.

Editing Equipment

In order to edit the appearance of your equipment, follow this procedure:

- 1) Edit (create edit data.)
- 2) Apply edit data to equipment with the Edit title.

To edit equipment, you'll need that equipment to have the Edit title attached. You can create up to 100 separate Edit Data files.

Music

If you choose "Music" from the Main Menu, you can compose and edit music data.

**MML Edit**

Edit music using MML. For more details on the MML system, please consult the Tutorial.

Tune Name Edit

Change the title of the piece.

Erase all	You can delete music data.
Save music data	You can save music data.
Load music data	You can load music data.
Load music data (sample)	You can load sample music pieces.
Tutorial	You can browse information about the MML system.
Copy Character	You can load and copy character images.
Back	You can return to the music selection screen.

Relationship Diagram

If you choose "Relationship Diagram" from the Main Menu, you can set relationships between the characters you've created. Please note that these relationships will have no effect on your actual gameplay. Use this function to give your characters more of your attention and affection.



Browse : You can view the relationships you've set.

Set : You can create relationships between your characters.

Shopping

As you play, shops will become available and you will be able to purchase various goods. At shops, you will be able to buy weapons, armor, shields, and artifacts. The gear sold at shops will have no titles attached to them. You can also sell items back at 20% of their original value.

Screenshots

You can take screenshots while you play by pressing the SELECT button. This image data will be saved onto your Memory Stick™. Each screenshot will require up to 384KB of free space to save.

Network

You can play with others on the PSP® using the Tavern Network.

*You will need a separate PSP® system for each player.

- 1 As you play through the game, you will be able to enter the Tavern in the western part of Arcanus Cella. In the Tavern, there is a blue door called the Network Door.



- 2 When you enter the Network Door, you will have to enter your name first.
(This name will only be used for network purposes.)



- 3 Once you've entered a name, select "Begin" and then choose either to create a Tavern room or enter a pre-existing room.



- 4 If you create a new Tavern room, you will be the game host. You will have to wait for another player to enter. Up to 2 players, including yourself, can enter the room. (After you confirm the entrance of another player, press the START button to proceed.)
If you enter someone else's room, you will be the guest. You will have to wait for the host to initiate the game.



- 5 Once the host presses the START button, the network game will begin. Please stand by until communication between the systems has been established.



- 6 At this point, you can visit the other player's Tavern. You can browse that person's edit and music data and save it to use in your own game later on. When you return to your own world, you can enter the Network Door again.



Game Tips

▶ **Key Point: Explore Magic Circles and Artifacts!**

In this game, stat boosts from artifacts can be at least as useful as actual level-ups. If you're having trouble with an area, change up your Magic Circles, place plenty of Sub Characters, and use artifacts to boost your ATK and DEF. Even if your Main Character is at Lv1, you can still defeat high-level monsters if you have strong Sub Characters and artifacts.

▶ **Key Point: Awaken Your Desires!**

Awakening will allow you to release the potential power hidden within your soul. There are certain fixed spaces called Awakening Spaces in intermediate (Lv20+) Magic Circles. These special spaces can be activated when you use the Awakening ability.

These spaces will have descriptions regarding additional Mana, and you can activate all the subsequent artifacts by spending the required Mana amount.

Use the START button on Magic Circles to confirm whether Awakening is activated. Please note that you must use the Awakening ability in conjunction with a Magic Circle that has at least one Awakening space. The effect of Awakening will disappear after a certain period.

▶ **Key Point: Utilize Job Change!**

Once you gain 10 Fame and talk to a certain character, you will gain the Job Change option. In order to change a character's job, that character must be at least Lv10. Once you change classes, that character will return to Lv1, but some of their stats will transfer over. (The higher the character's level when you change jobs, the more stats you can carry over.) Additionally, all Magic Circles that have been gained will carry over to the new class. By changing jobs again and again, you can raise your characters to be even stronger.

▶ **Key Point: Gain EXP to Level Up!**

If a low-level ally defeats a high-level monster, they will gain lots of EXP. If your characters' levels vary, their individual levels and overall average will determine their EXP gain.



► **Key Point: Main and Sub Characters Grow Differently!**

A character's stat growth on level-up will vary depending on if they are the Main Character or Sub Character.

Main Character: HP or Mana increase. ATK and DEF will have little to no increase.

Sub Character: ATK, DEF, or SP increase. HP and Mana will have little to no increase.

**Actual stats increase using decimals, so even if your stats appear not to have increased upon level-up, they may still have gained 0.1, 0.2, etc.*

So, if you want to create a strong Main Character, you should train them as a Sub Character, and vice versa. Every so often, you should switch up your Main Character and Sub Characters. Try to establish a set rotation.

► **Key Point: Joining is a Must For Hardcore Players!**

Some artifacts will have the Joint title. Using these, all artifacts next to each other beginning with the Joint artifact will join together like a train, and each will share the attributes of every other joined artifact.

For example, if 3 artifacts that have the Joint title along with "ATK+1, Mana +3," "DEF+1, Mana+2," and "ATK+1, Mana +3," respectively, are joined in a line, then each artifact will gain the effects of all the others—so each will become "ATK+2, DEF+1, Mana +8." If you activate all three of these artifacts, your total bonus will become "ATK+6, DEF+3, Mana +24."

Place the cursor on Joint artifacts in the Magic Circle and press the  button to view the joined stats.



For more information on this game
and to download the full user manual,
please visit

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